GAME BOY ADVANCE

AGB-AUGE-USA

MEDAL OF HONOR UNDERGROUND
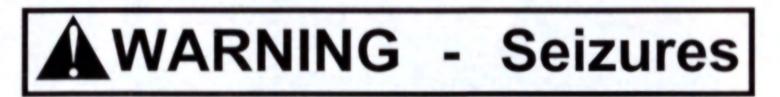
Destination Software, Inc

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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CONTENT RATED BY
ESRB

TEEN
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT
SOFTWARE RATING BOARD. FOR INFORMATION ABOUT
THE ESRB RATING, OR TO COMMENT ABOUT THE
APPROPRIATENESS OF THE RATING, PLEASE CONTACT
THE ESRB AT 1-800-771-3772, OR VISIT
WWW.ESRB.ORG.

REBELLION

EA GAMES

LICENSED BY

Nintendo

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GBA LINK
CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Introduction

Europe. 1942. Medal of Honor Underground™ tells the story of Manon of the French Resistance. Her country has been invaded, and help won't arrive for four long years. So… what's a girl to do? Lead Manon from her beginnings in the Resistance through her recruitment by the OSS to thwart the enemy onslaught. Armed with an arsenal of weapons you battle tanks, half tracks and Gestapo thugs across a wide variety of authentic WWII locations in Europe and North Africa. From the cobblestone streets of Paris to the narrow alleyways of Casablanca, from a doomed Italian monastery to Himmler's dark medieval castle in Germany, undertake challenging missions to outwit and outgun the enemy. Procured weapons, expert stealth and poised trigger finger - you'll need them all to become a OSS veteran and to return home to take your part in the liberation of your nation.

Starting the Game

Make sure the POWER switch is OFF.

Insert the Medal of Honor Underground™ Game Pak into the Game Boy® Advance system slot as described in your Nintendo Game Boy® Advance system instruction manual.
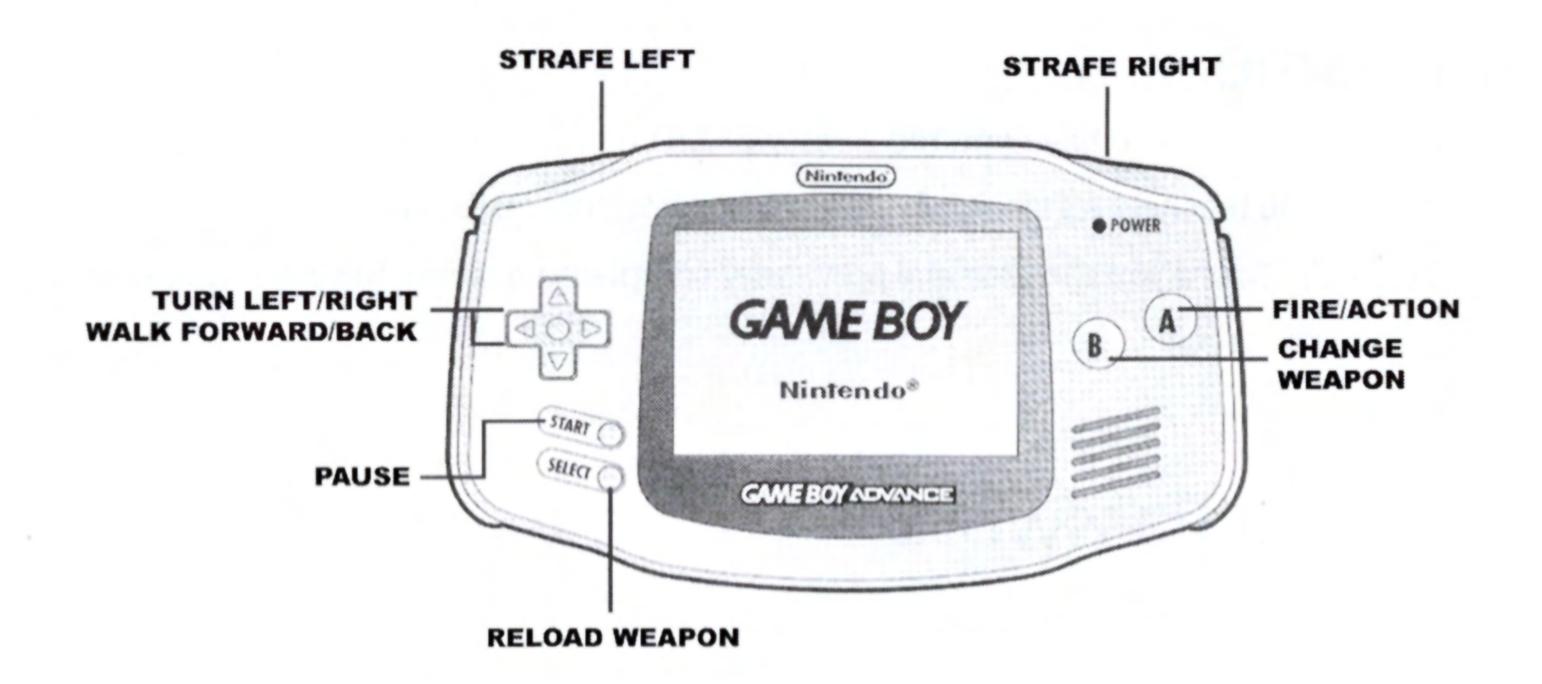
Turn the POWER switch ON.

Menu Controls

Use the CONTROL PAD to move through the options.

Press the A BUTTON to select an option.

When in a submenu press the B BUTTON to return to the previous screen.

Game Controls

STRAFE LEFT

STRAFE RIGHT

POWER

TURN LEFT/RIGHT
WALK FORWARD/BACK

GAME BOY

Nintendo®

FIRE/ACTION

CHANGE WEAPON

START

PAUSE

SELECT

GAME BOY ADVANCE

RELOAD WEAPON

Main Menu

The Main Menu contains:

Start Game

Mission Log

Options

Multi-player

Start Game

Start a new game, unless you have entered a Password. If you have entered a Password you continue the last mission you reached. A Password is given when you successfully complete a mission. After you have entered a Password you can play any previously completed mission. To select a mission to replay to the Mission Log screen.
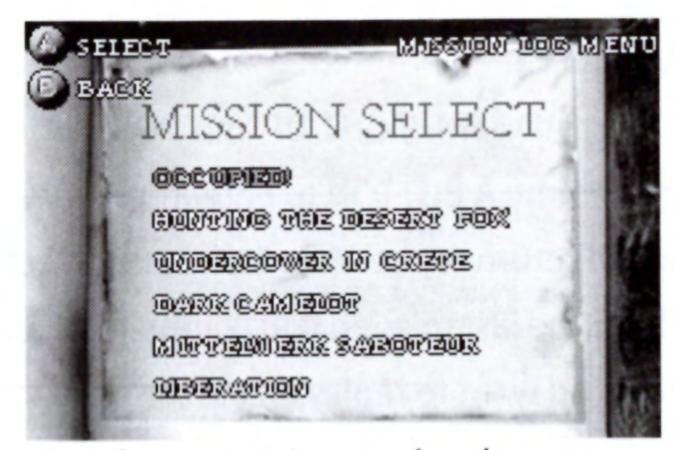
Entering a Password

To enter a Password go to the Options menu and select 'Password'. See Options section for details.

Mission Log

The Mission Log lists completed missions.
These are available for replay. When you first
start playing Medal of Honor™ only mission one
is listed here. As you complete missions they
are added to this list. When the Game Boy®
Advance system is turned off this list of missions is lost. So when returning to play the game
your most recently earned Password and all the missions you previously completed
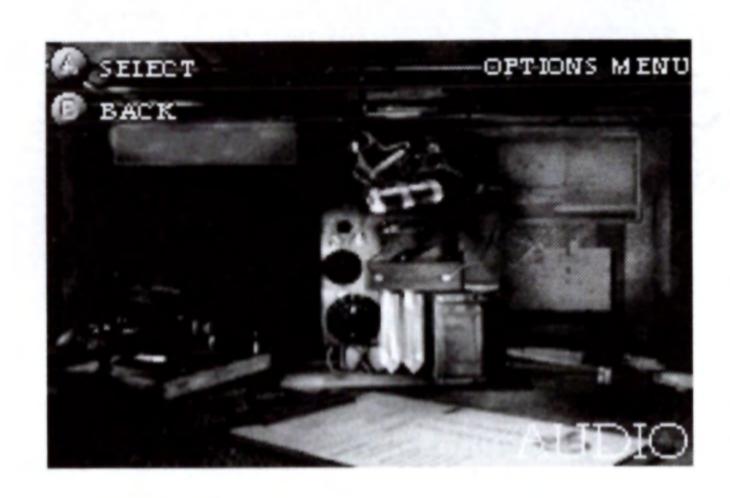will be listed here once again.

Options

Takes you to the 'Options' screen:

Password

Audio

Difficulty

Password

Use CONTROL PAD LEFT, RIGHT, UP and DOWN to select letters, pressing the A BUTTON to enter them. After spelling out your Password return to the Main Menu and select Start Game to continue from the last mission you completed. Look in the Log screen if you want to replay an old mission.

Audio

You can turn the background music on and off here, using the CONTROL PAD.

Difficulty

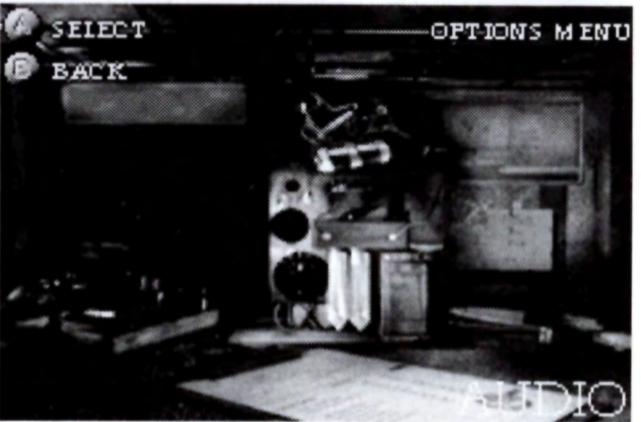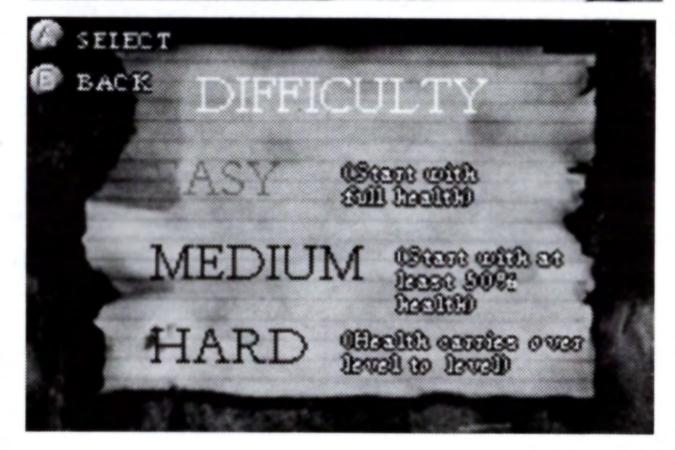There are three difficulty levels to choose from:

Easy

Medium

Hard

Use CONTROL PAD UP and DOWN to select a difficulty level.

Multi-player

Connect two Game Boy® Advance systems with a Game Boy® Advance Game Link® cable. See the Game Link® cable manual for full instructions of how to do this. Once connected one of the Game Boy® Advances is specified as the 'Master'. The player controlling the Master Game Boy® Advance can choose where the fight should take place using the CONTROL PAD UP and DOWN to move through a list of levels. In the multiplayer game two players can fight against each other in 'head to head' combat. The first player to shoot the other ten times is the winner.

Playing the Game

Once you know the controls you are ready to meet the enemy. However, you need to know more than just how to aim and shoot if you are to survive your missions.

Moving Around

Walking - Use the CONTROL PAD UP and DOWN to move forward and backward.
Turning - Use the CONTROL PAD LEFT and RIGHT to turn left and right.
Strafe - Use the L BUTTON and R BUTTON to sidestep left and right.
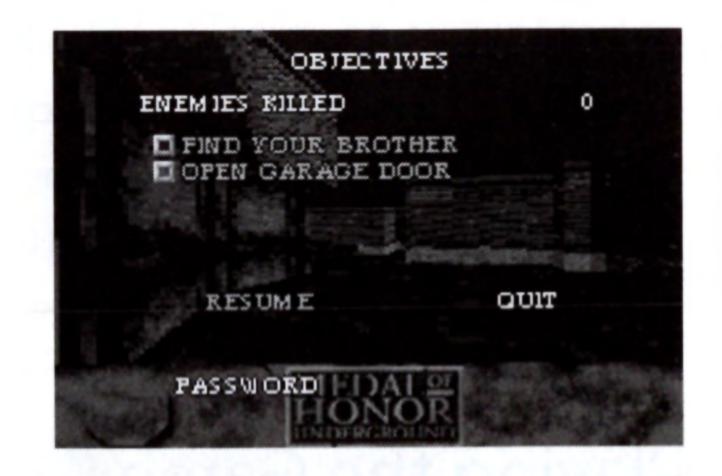
Attacking

Shooting - Press the A BUTTON to attack. Tapping the A BUTTON fires single bullets/grenades.
For the submachine gun hold down the A BUTTON for continuous fire.
Use SELECT to cycle through the weapons you are carrying.

Picking up Stuff

Look for items to help you complete your missions.
To pick up an object just walk over it.

Pause Screen

You may pause the game at any time during play by
pressing START. The Pause Screen lists your
objectives for the current level. A red box next to an
objective indicates that you have completed the objective. The screen also lists the number
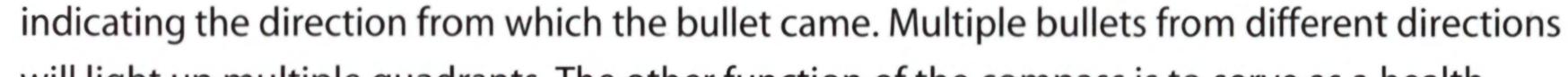enemies neutralized for that level.

Quit/Continue

From the Pause Screen you may quit your current game and return to the Main Menu, or you
may continue playing the current game. Use the CONTROL PAD to highlight the options and
the A BUTTON to select the option highlighted.

Compass

In addition to helping you navigate the levels, the compass serves two other functions.

One function of your compass is to serve as a hit location indicator. When an enemy bullet hits you, a quadrant of the compass lights up indicating the direction from which the bullet came. Multiple bullets from different directions will light up multiple quadrants. The other function of the compass is to serve as a health meter, with green representing full health. When you take damage the meter turns red. When the meter runs out, your life is over.

Ammo

The ammunition in Medal of Honor Underground™ is divided into several categories: Pistol, Rifle, Sub-Machine Gun, Grenade and Shotgun.

The amount remaining is shown at the bottom right of the screen:

In this example, you have a total of 24 bullets left, of which 6 are loaded into the pistol. There is a slight pause when reloading your current weapon, so keep an eye on how many bullets you have left in your gun.

Weapons

Pistols
Colt 1911A1
Hi-Standard Silenced Pistol
Grenades
Petrol Bombs
Stielhandgranate (German Grenade)
Fists
The only option for fighting the enemy
when all ammo is used up.

Submachine Gun
Sten SMG

Heavy Weapon
Shotgun

Camera
Not strictly speaking a weapon, but
controlled in the same way as a gun.
See Camera section for details.

Health

You health is measured in health points. You have a maximum of 30 health points.
When a bullet hits you, your health meter drops (shown by a change in color
on the Compass). To restore your health, look for the following items:
Medicinal Canteen
Restores 2 health points.
First Aid Kit
Restores 5 health points.

Mission Ratings

At the end of each level you receive a mission rating based on your performance during that level. Below are the ratings and how to earn them:

Excellent
Finish level. Eliminate at least 95% of the enemies and finish with at least 75% health.

Good
Finish level and eliminate at least 95% of the enemies.

Average
Finish level.

Failed
You did not complete your mission objectives.

Special Features in Medal of Honor Underground™ Buddy Mode

Buddies help you in certain missions. Some are important to keep alive until they perform a specific task that will help you in completing your mission. Pay attention to your surroundings and move cautiously so you don't miss clues as to who is important to your eventual mission success.

Disguise Mode with Camera

If your pass isn't convincing them and the enemy is getting suspicious take a picture of them with your camera. Sometimes flattery will work where phony credentials won't. To use the camera use FIRE. When not aiming the camera use the FIRE button to show your credentials.

Medal of Honor

The Medal of Honor is the highest honor the United States can bestow on members of its Armed Forces. It is presented by the President in the name of Congress, and is awarded 'for conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force.' One of the nation's oldest commendations, the Medal of Honor was established during the Civil War administration of Abraham Lincoln. (The first Medal was presented in 1863 to Army Private Jacob Parrot who, along with a small group of other Union soldiers, penetrated deep behind Confederate lines to destroy part of a railroad.) At the dawn of the 21st Century, after millions had served their country, only 3,433 Medals had been authorized.

About the Congressional Medal of Honor Society

The Medal of Honor Society was formed in 1946 to perpetuate and uphold the integrity of the Medal of Honor and to help the Medal of Honor recipients. On April 12, 1957, the 85th Congress passed legislation incorporating the Medal of Honor Society into the Congressional Medal of Honor Society (CMOHS) and was signed into law by President Eisenhower on August 5, 1958.

There are no 'winners' of the Medal of Honor, only recipients. The CMOHS teaches young people that the Medal of Honor is about the potential, which exists within each of them to do something extraordinary if time and events so conspire - it is about ordinary people doing what other deem to be extraordinary. The Medal is worn as a reminder to everyone that many have served and received no recognition in spite of merit.

About the Congressional Medal of Honor Society (cont')

The Society encourages every American to conduct themselves in such a manner that is worthy of the sacrifices made by those who did not return from the field of battle. DreamWorks interactive and Electronic Arts are privileged to be partnered with CMOHS in the Society's continuing education and awareness efforts. You can learn more about the Society and the recipients at the Society website, located at www.cmohs.org.

Legion of Honour

Napoleon Bonaparte established France's Légion d'honneur when he was First Consul in 1802 to acknowledge outstanding military and civil merits in the service of France. It is currently France's premiere order and awarded for gallantry in action or for distinguished military or civilian service during peacetime to both French people as well as foreigners. The distinction of Légion d'honneur is divided into three grades: Knight, Officer and Commander, as well as two ranks: Grand Officer and Grand Cross. The Head of State is Grand Master by right, but it is the High Chancellor, named for six years, who administers the activities of the institution.

The first ceremony in which Napoleon bestowed the Légion d'honneur took place in the Invalides church in Paris on July 15th, 1804. During the ceremony, eminent civilian personalities received the Legion of Honour from the hands of their Emperor.

Credits

At Rebellion:

Jason Kingsley - CEO

Chris Kingsley - CTO

Paul Tresise - Management & Producer

Gareth Luke - Assistant Producer

Gavin Wade - Lead Programmer

Tom Pinnock - Programmer

Barry Northern - Lead Artist

Mark Eyles - Manual

Chris Brighton & Mark Cooksey - Music & Sound Effects

Dedication:

Medal of Honor Underground™ is dedicated to the men and women whose strength of character gave them the courage to resist that which they knew was inherently wrong.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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